

I. Amendments to the Claims

This listing of claims replaces without prejudice all prior versions and listings of claims in the application:

List of Claims:

Claims 1-32. (Cancelled)

33. (Currently Amended) A business process for creating a secure game contract over a network, comprising the steps of:

generating a game contract agreement, comprising the steps of determining a game contract rule set, determining a set of game expectations for one or more game contracting parties, and determining potential game contract outcomes;

receiving initial game conditions for game contract generation from the one or more game contracting parties;

carrying out game contract activity according to the game contract rule set such that the one or more game contracting parties act in a synchronized manner according to the game contract rule set and the set of game expectations;

generating a non-refutable game contract log detailing all contract transactions, and storing the game contract log in a storage structure;

generating a theoretical game contract log detailing expected game contract transactions based on the game contract rule set, the set of game expectations, and the game initial conditions, and storing the theoretical game contract log in the storage structure; and

verifying the game contract transactions as recorded in the game contract log by

using processing structure to compare (i) comparing the game contract transactions in the stored game contract log to (ii) the expected game contract transactions in the stored theoretical game contract log.

34. (Original) The business process according to Claim 33, wherein after the process is completed, financial transactions occur based upon the secure contract.

35. (Currently Amended) The business process according to Claim 33, where the game contract activities over the network are non-refutable.

36. (Original) The business process according to Claim 35, where one or more digital signatures are used to provide non-refutable identification of the one or more contracting parties.

37. (Original) The business process according to Claim 35, where the activities are non-refutable by any of the one or more contracting parties to the secure contract.

38. (Original) The business process according to Claim 35, where the activities are non-refutable by a supporting party with an interest in the secure contract.

39. (Original) The business process according to Claim 35, where the activities are non-refutable by a supporting party providing recourse for improper contracts.

40. (Original) The business process according to Claim 33, where the contract rule set and initial conditions further comprise hidden events, which comprise random events generated by a trusted third party.

41. (Original) The business process according to Claim 33, where the contract log further comprises simultaneous events, wherein said simultaneous events are held, controlled and verified by a trusted third party.

42. (Original) The business process according to Claim 33, where any contracting or supporting party can provide recourse in the event of problems during creation of the secure contract.

Claims 43-49. (Cancelled)

50. (Previously Presented) The business process according to Claim 33, wherein the step of carrying out game play contract activity includes the step of using an irreversible transform to transact the game play contract activity between the one or more game contracting parties.

51. (Previously Presented) The business process according to Claim 33, further comprising the step of using a central registry to provide standard Public Key Infrastructure services for registering, revoking, and managing certificates.

52. (Previously Presented) The business process according to Claim 33, further comprising the step of using a legal authority to adjudicate disagreements between game participants.